Wii™
MARIO PARTY™ 9
INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)
Vinnie's Lair

Art.-Nr. 2133146M 02/13 SH [0610/UKV/RVL]

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Thank you for selecting the MARIO PARTY™9 disc for your Wii™ system.

WARNING: Please carefully read the important health and safety information included in this booklet before using your Nintendo® hardware system, disc or accessory.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information leaflet. Always save these documents for future reference.

THIS GAME SUPPORTS 50Hz (576i) AND 60Hz (480i) MODE.

IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.

DOLBY, PRO LOGIC, AND THE DOUBLE-D SYMBOL ARE TRADEMARKS OF DOLBY LABORATORIES. MANUFACTURED UNDER LICENSE FROM DOLBY LABORATORIES.

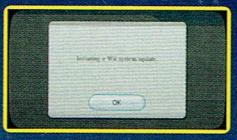
THIS GAME IS PRESENTED IN DOLBY® PRO LOGIC® II SURROUND SOUND. CONNECT YOUR GAME CONSOLE TO A SOUND SYSTEM WITH DOLBY PRO LOGIC, DOLBY PRO LOGIC II, OR DOLBY PRO LOGIC IIx DECODING TO EXPERIENCE THE EXCITEMENT OF SURROUND SOUND. YOU NEED TO ENABLE "SURROUND" IN THE SOUND SETTINGS OF THE GAME CONSOLE.

Nintendo® DOLBY™ PRO LOGIC II Powered by mobiclip

© 2012 Nintendo.
TM, ® and the Wii logo are trademarks of Nintendo.
© 2012 Nintendo.

Vimm's Lair

Wii Menu Update



Please note that when first loading the disc into the Wii™ console, the console will check if you have the latest version of the Wii Menu, and if necessary a Wii system update confirmation screen will appear. Select OK to proceed with the update. Updates can take several minutes and may add Channels to the Wii Menu. Please note that the Wii console must have the latest version of the Wii Menu in order to play the disc.

Note: If, after performing an update, the Disc Channel still does not display the title of the inserted disc, a second update is required. Please repeat the above procedure.

Channels added by a Wii Menu update will be saved to the Wii System Memory if there is enough free space. These additional Channels can be deleted from the Data Management screen in Wii Options, and can subsequently be re-downloaded from the Wii Shop Channel at no extra cost.

When the Wii Menu is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the Wii Menu.

Getting Started

Insert the MARIO PARTY™ 9 disc into the disc slot. The Wii console will switch on. The Health and Safety screen, as shown here, will be displayed.

After reading the details press the A Button. The Health and Safety screen will be displayed if either the disc is inserted before turning the Wii console's power on, or if the Wii console's power is turned on without the disc inserted.

WARNING-HEALTH AND SAFETY
BEFORE PLAYING, READ YOUR OPERATIONS MANUAL FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
Also online at
www.nintendo.com/healthsafety/
Press Ⓐ to continue.

Point at the Disc Channel on the Wii Menu and press the A Button.

The Channel preview screen will be displayed. Point at START and press the A Button.

Vimm's Lair

The Wii Remote wrist strap information screen will be displayed. Tighten the strap around your wrist, then press the A Button.

Allow adequate room around you during game play.
Put on and tighten the wrist strap.
Hold the Wii Remote securely and do not let go of it.
Use the Wii Remote Jacket.

The title screen will be displayed.

Note: This software can be played using the Wii Remote™ Plus. In this Instruction Booklet, "Wii Remote" refers to both the Wii Remote™ and Wii Remote Plus, unless stated otherwise.

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

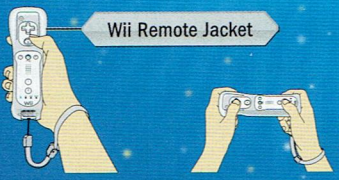
Further information regarding health and safety as well as the setup and operation of accessories compatible with this software can be found in the relevant sections of the Operations Manuals as detailed below.

Using the Wii Remote Wrist Strap	Wii Operations Manual – System Setup (Using the Wii Remote / Using the Nunchuk™)
60Hz (480i) Mode, EDTV/HDTV (480p) Mode	Wii Operations Manual – Channels & Settings (Wii Settings and Data Management)
Synchronising your Wii Remote with the Wii console	Wii Operations Manual – System Setup (Synchronising your Wii Remote with the Wii console)
Optimising your Wii Remote Settings: Volume / Rumble function	Wii Operations Manual – Channels & Settings (HOME Menu)

Holding the Wii Remote

You will usually need to hold the Wii Remote vertically to play MARIO PARTY 9, but for certain Minigames it should be held horizontally. A message on screen will tell you which way to hold the Wii Remote.

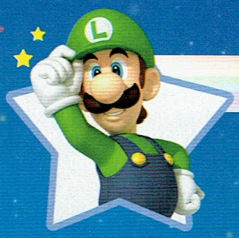
Note: Refer to the Wii Operations Manual for information on how to use the Wii Remote Jacket and Wii Remote wrist strap.



How to hold the Wii Remote vertically

How to hold the Wii Remote horizontally

Vimm's Lair



Controls

MARIO PARTY 9 is played using the Wii Remote. When playing with two to four players, you will need to connect the appropriate number of Wii Remotes.

Using the Wii Remote

To select a menu, either point at it with the Wii Remote or use the ✚Control Pad to move the on-screen cursor and press the A Button to confirm your selection. You can view the controls for each Minigame on the CONTROLS tab before starting a Minigame.

The 1 and 2 Buttons are used when playing with the Wii Remote horizontally.

Vimm's Lair

Modes

Press the A Button and the B Button together when the title screen is displayed to get to the main menu. On the main menu, you can select from five different modes.

Party Mode

In party mode, you hit the Dice Blocks and move along the board collecting Mini Stars as you go. See pages 7 to 10 for instructions on how to play. There are seven different stages in party mode.

Minigames

There are lots of different Minigames for you to try!

Note: Some of the Minigames can only be played after completing certain areas of MARIO PARTY 9.

Solo

In this single-player mode, you play through each stage in order, collecting Mini Stars as you go along. You will be awarded different titles, depending on the number of Mini Stars you collect.

Museum

Here you can exchange Party Points for prizes.

Extras

Play special games that are unique to this mode.

Saving

Records from the Minigames you have played and the number of Party Points awarded throughout the game will be saved automatically on the Wii console. Information about stages cleared in solo mode will also be saved automatically, so that even if the Wii console is turned off, you can still continue to play from the next stage the next time you play. (If the console is turned off before you reach the end of a stage, you will have to restart that stage when you next play the game.)

Note: If there is save data from solo mode and you choose to start the game over from the beginning, then the save data will be erased.

Vinnie's Lair

Party Mode

Ride along with your friends as you collect Mini Stars along the route! The player who collects the most Mini Stars will become the Superstar and win the game!

Starting out

1 Select the number of human players and COM players

In Party Mode, 1–4 players can play and computer-controlled COM players can be used to make up the numbers too. (You can also play with human players only, without using COM players at all.)

2 Pick the characters

Pick the characters to be used on the board. If you choose RANDOM then the characters will be chosen for you.

Note: Some characters can only be chosen after certain points in the game.

3 Choose the stage

Decide which stage to play.

Note: Some stages can only be played after certain points in the game.

4 Selecting options

Use this to change the various play options. Once you're done, select START to begin the game.

COM Difficulty	Set the strength of the COM players.
Handicap	Allow certain players to be given Mini Stars from the start to give them an advantage.
Minigame Types	Here you can easily choose the range of Minigames to be played during a stage.
Bonus Stars	If Bonus Stars is set to ON, then when the results are shown at the end of the game, three random Bonus Star titles will be awarded to players who have, for example, the highest total from hitting Dice Blocks or used the most Special Dice Blocks. Each player who is awarded a Bonus Star title will be given extra Mini Stars as a prize.
Guide Messages	If Guide Messages is set to ON, Toad will give you advice during the game.

Vinnie's Lair

Rules

All the participating characters ride together through each stage. Everyone takes it in turn to become the captain, hit the Dice Block, and travel along the number of spaces shown.

Hitting the Dice Block

When it's your turn, choose which Dice Block you'd like to use. Press the A Button to stop the Dice Block when it starts spinning. At first you can only use Normal Dice Blocks. You will receive Special Dice Blocks when you land on Dice Block Spaces (P. 9).

List of Dice Blocks

	Normal Dice Block Shows numbers 1 to 6		**0-1 Dice Block** Shows either 0 or 1
	1-2-3 Dice Block Shows numbers 1, 2 and 3		**1-10 Dice Block** Shows numbers 1 to 10
	4-5-6 Dice Block Shows numbers 4, 5 and 6		**Slow Dice Block** Shows numbers 1 to 6 and spins slowly

Being Captain

When a player is captain, they are able to do things like collect Mini Stars as they travel along the board and pick up Special Dice from Dice Block Spaces. What's more, when a Boss Battle has been won, the captain at the time will get a Captain's Bonus of extra Mini Stars.

Mini Stars and Mini Ztars

If you pass through any Mini Stars on the board, the captain at the time gets to keep them. In the same way, if you pass through any Mini Ztars found along the way, the captain loses that many Mini Stars.

Mini Stars

Mini Ztars

Stopping on Spaces

There are lots of different kinds of spaces, and depending on which space you land on there might be a Minigame or even some Mini Stars for the taking too! There are also spaces that you must stop on, no matter what number the Dice Block shows.

Spaces

Green Space	No special events occur.
Dice Block Space	Get one Special Dice Block.
Lucky Space	An event where you can get more Mini Stars will occur.
Unlucky Space	An event where you lose Mini Stars will occur.
Event Space	Land here and something special will happen.
Shuffle Space	The order of the players will be mixed up.
Dash Space	Hit the Normal Dice Block again and get to move further along.
Back Space	Hit the Normal Dice Block again and go backwards.
Spin Space	Spin the wheel and you might get some more Mini Stars, a Special Dice Block, or something else.
Bowser Space	Watch Bowser's own Spin Wheel go round and face whatever unpleasant thing it lands on.
Mini Star Space	Pick up the Mini Stars displayed on the space.
Mini Ztar Space	Pick up the Mini Ztars displayed on the space.
Captain Event Space	A special event based around the captain will occur. Note: No matter which number comes up on the Dice Block, players have to stop on this space.
Boss Battle Space	Battle with a boss! Note: No matter which number comes up on the Dice Block, players have to stop on this space.
Free-for-All Space	Everyone battles it out.
1-vs.-3 / 1-vs.-2 Space	One player battles against the others.
Bowser Jr. Space	Two players go up against Bowser Jr. in a Minigame.
Battle Space	Players fight to either win back Mini Stars taken from them, or take Mini Stars from the player who comes in last.

Vinnn's Lair

Minigames

There are different kinds of Minigame that occur depending on the space you land on. Based on the results of the four types of Minigame listed below, players can win – or lose – Mini Stars.

Free-for-All Minigame	Everyone battles against each other. The higher you place in the ranking, the more Mini Stars you receive.
Bowser Jr. Minigame	Two players battle against Bowser Jr. If they win the battle, they receive Mini Stars. If they lose, then Mini Stars will be taken away from them.
1-vs.-Rival Minigame	One player challenges the other players. The players who win receive Mini Stars.
Boss Battle	Everyone plays against a boss. If the boss is hit, the attacking player gets points. The player who serves the final attack gets extra points. Once the boss is defeated, the points are added up and the players ranked.

Results

After you have reached the final space and defeated the boss in a Boss Battle, the results will be announced. Players are ranked based on the number of Mini Stars each one has earned. The player who has the most Mini Stars will be declared the Superstar.

Party Points

No matter which mode you choose to play in MARIO PARTY 9, there are Party Points to be earned! You can exchange your Party Points for vehicles, star constellations, sounds and new games in Museum.

Vimm's Lair

**IMPORTANT HEALTH AND SAFETY INFORMATION –
READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

⚠ WARNING – SEIZURES

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.

Parents should supervise children when they play video games. Stop play immediately and consult a doctor if your child or you have any of the following symptoms: **Convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, disorientation**.

To reduce the probability of a seizure when playing video games, follow these precautions:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour.

⚠ WARNING – REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these precautions to help avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessively long play sessions. Parents should monitor their children to ensure appropriate playing time.
- Take a break of 10 to 15 minutes every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and consult a doctor.

⚠ WARNING – PREGNANCY AND MEDICAL CONDITIONS

Consult your doctor before playing Wii games that may require physical activity if you are pregnant, suffer from heart, respiratory, back, joint or orthopaedic problems, have high blood pressure, or if your doctor has instructed you to restrict your physical activity or if you have any other medical condition that may be aggravated by physical activity.

Persons receiving treatment for an injury or disorder involving the fingers, hands or arms should NOT use the rumble function of the Wii Remote.

⚠ CAUTION – MOTION SICKNESS

Playing video games can cause motion sickness in some players. Stop playing immediately if you experience dizziness, nausea, fatigue, motion sickness or similar symptoms, or if you experience discomfort in your eyes, hands or arms, or otherwise feel unwell at any time during game play. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION – USE THE Wii REMOTE WRIST STRAP

Always keep a firm grip on the Wii Remote and Nunchuk controller (if being used). Use the Wii Remote wrist strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

DISC USAGE PRECAUTIONS

Please read and follow the guidelines listed below when using Wii Discs in the Wii console. Failure to do so may result in damage to your Wii console or discs.

- To avoid pinching your finger, do not load the disc with your finger in the hole. Always handle the disc by the edges.
- Do not touch the bottom unprinted surface of the disc. Always handle the disc by the edges.
- Do not use cracked, damaged or repaired discs.
- Do not bend or put excessive pressure on discs when loading into the Wii console.
- Do not leave discs in direct sunlight or expose them to high temperatures, high humidity or dust, dirt or other contaminates.
- When not using discs, store them in their cases to prevent them from getting scratched, dirty or damaged.
- Do not write on, or place stickers on any part of the disc.
- If a disc becomes dirty or contaminated with fingerprints, the system may not be able to read the game data correctly. If necessary, clean the disc with a soft, slightly damp cotton cloth (use water only). Clean the disc from the centre towards the edges; do not use a circular motion.

PLEASE ALSO READ THE Wii OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii CONSOLE, DISCS OR ACCESSORIES. THIS MANUAL IS INCLUDED WITH YOUR Wii CONSOLE AND CONTAINS FURTHER IMPORTANT HEALTH AND SAFETY INFORMATION.

Vimm's Lair

RVL-SSQP-UKV

Nintendo®

PRINTED IN THE EU

Vimm's Lair